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SEGA SATURN

T-1215H



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- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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PUZZLE FIGHTER II TURBO

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SATURN CONSOLE

Set up your Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the SUPER PUZZLE FIGHTER II TURBO disc and close the CD door. Insert game controllers and turn on the Saturn game console. Follow the on-screen instructions to start a game.



BASIC CONTROLS

Start Button	Starts Game Pauses Game Joins In For Second Player
Start, A or C Button	Select Item From Mode Select Screen
A, B or C Button	Opens Option Screen During Pause
B Button	Cancels Item In Menu
X, Y, Z Buttons	Selects Item In Menu
Directional Button	Highlights Game Mode (See Title Screen) Changes Settings (See Option Mode)
Start + A, B and C Buttons Simultaneously	Resets Game
During Gameplay:	
Directional Button ▼	Drops Gems Faster
Directional Button ◀ or ▶	Moves Gems Left or Right
A Button	Rotates Gem Counter-Clockwise
B Button	Rotates Gem Clockwise
C Button	Taunts Opponent (Once Per Round)
L Button & R Button	Not Used

HOW TO CATCH PUZZLE FEVER

Just when the battle was heading towards a complete free-for-all, the Puzzle War breaks out and you're cast into the conflict to drown your opponent in gems. CAPCOM's awesome new puzzler has rules so basic and play that's so catchy and fun you can't help but get hooked. Beat your opponent to the punch by stacking gem after gem on their side of the screen. Use the special Crash Gem to break gems on your side and drop them on your weary foe. Fill your enemy's side before they do the same and KO! You win.

Puzzle Fighter Rules

Each round will drop two attached gems from the top of the screen to the bottom. Arrange the gems strategically to prepare for the drop of a round Crash Gem. Touch a Crash Gem to a gem of the same color then all the gems of that color that are linked vertically and horizontally to that gem will break.

These will then create Counter Gems that will be sent to your opponent's playfield. Counter Gems will land on your opponent's side in the pre-determined pattern of your character. The more gems you break, the larger the number of Counter Gems you drop on your enemy. If the gems pile up to the top of the screen right into the gap where the new gems fall, you lose the game.

- In Arcade Mode (vs. CPU only) each match is 1 round.
- VS. Mode (2 Player) is a 3-round match.
- Change the number of rounds for Arcade and VS. Mode in the Option Mode.
- Street Puzzle Mode is 1-Player only (see page 6).
- Each round of gems that falls is previewed at the top of the screen.
- Win Icons will appear as you win rounds. In Street Puzzle Mode you can win special icons.
- Warning Messages appear to let you know how many Counter Gems are about to drop on you. Here is the key to the messages:
CAUTION.....1-10 Counter Gems
WARNING.....11-30 Counter Gems
DANGER.....31 or more Counter Gems



STREET PUZZLE MODE

Fun and prizes abound with the Street Puzzle Mode. There are a number of secret options available here, and to see these features you must play to win. Fight the computer in a 1 round match, and if you win, you take home the prize!

Highlight the Street Puzzle Mode from the Mode Select screen using Controller #1 and press **START**, **A** or **C** to select it. Next highlight a character you want to use and press **A**, **B**, **C**, **X**, **Y** or **Z**. Select **EXIT** to return to the Mode Select screen.

After selecting your character you can pick the prize you will play for. Highlight the prize and press **A**, **B**, **C**, **X**, **Y** or **Z**. You will fight one round of intense puzzle action. Difficulty, damage level, game speed and CPU Round are constant in Street Puzzle Mode. If you lose, you will return to the Street Puzzle Mode character select screen. If you win, you will see on-screen how to use the prize.

After you win your first prize, the "Goodies" menu will appear on the Mode Select Screen. This menu shows you the prizes you have won and how to use them. You will lose these items if you do not save before you quit.

Note: Some prizes will add options to the Mode Select screen. Battle tough on the street to find out all the secrets!

OPTION MODE

OPTION		
DIFFICULTY	EASY ★★★	HARD
DAMAGE LEVEL	LOW ★★	HIGH
GAME SPEED	SLOW ★★	FAST
CPU ROUND	1ROUND	
VS. ROUND	1ROUNDS	
AUDIO	STEREO	MONO
BGM	DERIVED	ORIGINAL
CONTROLLER CONFIG		
EXIT		

To adjust your options highlight **OPTION MODE** from the Mode Select screen and press **START**, **A** or **C**. Press the Directional Button **▲** or **▼** to highlight an option, then **◀** or **▶** to change the setting. Choose from:

DIFFICULTY	There are 8 levels to choose.
DAMAGE LEVEL	This determines the amount of Counter Gems that fall on your opponent. There are 4 levels.
GAME SPEED	Gems can fall at 1 of 4 different speed levels.
CPU ROUND	Change the number of rounds for a match against the computer between 1, 3 or 5.
VS. ROUND	Change the number of rounds for a match in VS. Mode between 1, 3 or 5.
AUDIO	Adjust your sound between Stereo and Mono depending on your sound system.
BGM	Switch between Original and Remixed background music.
CONTROLLER CONFIG	Change the order of your action buttons.
EXIT	Back to Mode Select Screen.

PAUSE MENU

Press **START** to pause gameplay, then press **A** or **C** to bring up the Pause Menu. Then highlight one of the following options and press **START**, **A** or **C**:

CONTINUE	Unpauses game and returns to gameplay.
CONTROLLER CONFIG	Same as OPTION MODE .
SCREEN ADJUST	Changes the location of the game screen on your monitor. After selecting this, use the Directional Button to move the screen around. When finished, press B to return to the Pause Menu.
QUIT	Quits game and returns to the game title screen. Select Yes or No.

BACKUP DATA

Select **BACKUP** from the Mode Select screen and press **START**, **A** or **C** to bring up the Backup Menu. Highlight one of the following and press **START**, **A** or **C** to select it:

SAVE DATA	Saves the Hi-Score Ranking for Arcade Mode only, plus any items obtained in Street Puzzle Mode.
LOAD DATA	Loads data. Select CANCEL to return to Backup Data menu.
EXIT	Returns to Mode Select Screen.

THE PUZZLE WARRIORS

RYU

Ryu lives only for martial arts and searches for opponents stronger than he is. He travels the world to become a true warrior. Ryu respects strength and power, and does not care who his opponent is.

Drop Pattern:

R	G	B	Y	R	G
R	G	B	Y	R	G
R	G	B	Y	R	G
R	G	B	Y	R	G

Key:
R - Red
G - Green
B - Blue
Y - Yellow



1-11

TAUNT



18-23

FIRE HADOKEN (2 HIT)



30 AND UP

SHINKU-HADOKEN (5 HIT)



1-11

TAUNT



18-23

SHO-RYU-KEN (2 HIT)



30 AND UP

SHORYU-REPPA (5 HIT)



THE PUZZLE WARRIORS KEN

Ryu's training rival is out to make it clear once and for all who is the world's strongest warrior. Ken hears a rumor that Ryu is working to strengthen his mental power, so not to be outdone Ken steps into the puzzle ring. Ken is confident he is the one with greater brain power.

Drop Pattern:

Y	Y	Y	Y	Y	Y
B	B	B	B	B	B
G	G	G	G	G	G
R	R	R	R	R	R



THE PUZZLE WARRIORS CHUN-LI

Chun-Li has strong feelings of revenge for the criminals that kidnapped her father. She can never forgive them for what they have done. Using her agile legs and sharp brain she continues her investigation to find her lost father.

Drop Pattern:

Y	Y	R	R	G	G
Y	Y	R	R	G	G
R	R	G	G	B	B
R	R	G	G	B	B



1-11

TAUNT



18-23

KYAKU-RETSU-KYAKU (2 HIT)



30 AND UP

KIKOSHO (10 HIT)



1-11

TAUNT



12-17

HADOKEN (2 HIT)



30 AND UP

SHINKU-HADOKEN (5 HIT)



THE PUZZLE WARRIORS SAKURA

Sakura has super athletic talent and a good sense of martial arts. Only a high school student, she hears that her idol, Ryu, has been building mind strength so she begins training as well. Sakura believes to be competitive she must keep up with Ryu.

Drop Pattern:

G	B	B	B	B	Y
G	R	R	R	R	Y
G	B	B	B	B	Y
G	R	R	R	R	Y



THE PUZZLE WARRIORS MORRIGAN

She is a beautiful yet moody succubus who fell from above into the human world to seek a confrontation. Morrigan escaped the demon world to look for a new opponent and challenge their mind. Can Morrigan find an opponent to satisfy her longing for a good night fight?

Drop Pattern:

Y	B	G	G	B	Y
Y	B	G	G	B	Y
B	Y	R	R	Y	B
B	Y	R	R	Y	B



1-11

TAUNT



18-23

SHADOW BLADE (3 HIT)



30 AND UP

ENHANCED SPECIAL SHADOW BLADE (6 HIT)



1-11

TAUNT



12-17

LITTERBOX KICK (2 HIT)



30 AND UP

CAT SCRATCH FEVER (8 HIT)

THE PUZZLE WARRIORS
FELICIA

Felicia is a friendly cat woman who wants to be a musical star. She knows that becoming a popular star takes talent and intelligence. Talent comes naturally to Felicia, but she enters the Puzzle War to build her mental abilities.

Drop Pattern:

G	B	B	R	R	Y
G	B	B	R	R	Y
G	R	R	B	B	Y
G	R	R	B	B	Y

THE PUZZLE WARRIORS
HSIEN-KO

Hsien-Ko and her sister made a pact after their lives were taken by the Darkstalkers. One would free the spirit of their mother while the other would avenge themselves against the powers of the night by destroying the Darkstalkers wherever they may roam. Beware the Chinese ghosts!

Drop Pattern:

G	G	R	R	Y	Y
B	G	G	R	R	Y
B	B	G	G	R	R
Y	B	B	G	G	R



1-11

TAUNT



12-17

GROUND GHOST BLADE (2 HIT)



30 AND UP

IRON RAIN (7 HIT)



1-11

TAUNT



12-17

SWORD GRAPPLE (2 HIT)



30 AND UP

SPIRIT CRUSHER (7 HIT)

THE PUZZLE WARRIORS
DONOVAN

Donovan is the lonely Dark Hunter who lives for Anita, a young orphan who can detect the whereabouts of the Darkstalkers. Donovan trails the Darkstalkers seeking revenge for Anita's parents who perished at the hands of the Darkstalkers. Donovan believes this emotionless child holds the key to his destiny.

Drop Pattern:

G	G	G	B	B	B
G	G	G	B	B	B
R	Y	R	Y	R	Y
R	Y	R	Y	R	Y



STRATEGY NOTES

[illegible][illegible]

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Super Puzzle Fighter II
Back of T

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